THE ASHES
When Ivo goes back with the urn, the
Giddis, Steel, Read and Tylecote retu
The welkin will ring loud,
The great crowd will feel proud
When Barlow and Bates with the urn,
And the rest coming home with the urn
EA
SPORTS
CRICKET 07
ASHES
SERIES
CRICKET
AUSTRALIA

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

PIRACY

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See back page of this manual for Customer Service Numbers.

SLES-54396

1 or 2 player • Memory Card (8MB) (for PlayStation®2) : 1057KB minimum • Multitap (for PlayStation®2) compatible: 1-4 Players • Analog Control Compatible: analog sticks only • Vibration Function Compatible

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Developed by HB Studios.

STARTING THE GAME

1. Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Attach game controllers and other accessories, as appropriate.
2. Make sure the MAIN POWER switch (located at the back of the console) is turned ON.
3. Press the ⏻/RESET button. When the ⏻ indicator is green, press the ⏏ button. The disc tray opens.
4. Place the *EA SPORTS™ Cricket 07* disc on the disc tray with the label side facing up. Press the ⏏ button again and the disc tray closes.
5. Follow on-screen instructions and refer to this manual for information on using the software.

It is advised that you do not insert or remove accessories or memory cards (8MB) (for PlayStation®2) once the power is turned on. Make sure there is enough free space on your memory card (8MB) (for PlayStation®2) before commencing play.

Note: If using a multitap (for PlayStation®2), insert the multitap (for PlayStation®2) into controller port 1 and insert the controllers sequentially into controller port 1-A, controller port 1-B etc.

Note: This title only supports the use of MEMORY CARD slot 1.

Note: *EA SPORTS™ Cricket 07* does not support a digital controller.

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DELIVER A BATTING MASTERCLASS

Through innovative Century Stick analog control, your shot, direction, power, timing and foot choice are now governed by intuitive use of both analog sticks. With a camera that delivers a more natural behind-the-stumps batting perspective, you can freely exploit a skilled batsman's ability, confidence and timing to crack a full array of shots all around the wicket. Never before has batting been so instinctive, responsive and rewarding.

GET TO GRIPS

ACTION	CONTROL
Highlight option	left analog stick /directional button
Select/Advance	⊗
Cancel/Return	△
Pause menu (during match)	START
Change music track (pre and post-match)	**R3** button

Note: Refer to the *EA SPORTS™ Cricket 07* Quick Controls Guide insert for a full list of batting, bowling and fielding controls. Get to grips with the fundamentals of bowling and batting with Mark Nicholas by studying the basic tutorial from the EA SPORTS™ Extras menu and take in the advanced tutorial video to pick up his hints on using Century Stick batting control to its best.

YOUR PROFILE

Your profile stores your settings preferences and user records. Upon starting the game, the profile that was last saved is automatically loaded with its pre-selected settings. Ensure you **save your profile before exiting the game** if you want to retain your latest user statistics. Save, load and delete profiles from the LOAD/SAVE screen via the My Cricket menu (see *Saving and Loading* on p. 13.)

OUT OF THE DRESSING ROOM

Note: Some menu options are self-explanatory and not covered in this manual.

THREE STEPS TO BATTING BRILLIANCE

1. Press a button when you're **ready to face a delivery** or wait for the bowler to begin his run up.
2. Press ←/→ to **adjust the batsman's stance** at the crease. The bowler begins his run-up. As he arrives at the crease, the batsman can no longer move. Watch the bowling cursor to judge the general area where the ball will pitch. If you have selected manual back/front foot selection, move and hold the left analog stick ↓/↑ to select a front or back foot shot in response to the ball's predicted length.
3. When the ball is delivered, move the right analog stick to **select and execute a shot**. The further the analog stick is pushed in your chosen direction, the greater the shot power. Choosing when to move the right analog stick is crucial for ideal shot timing.

Note: Toggle the Batsman Timing Gauge ON or OFF from MY CRICKET > GAME SETTINGS.

- To set off for a run, press ◉. Press ◉ again before or just as the batsmen reach the crease to come back for another.

  Note: When batting co-operatively, both players need to press ◉ to run.
- Press ▣ to abort the current run and scramble back to the crease.
- Press △ to dive for the crease to try to avoid a run out.
- Press ✕ to slide your bat in the crease while running (co-op batting only).

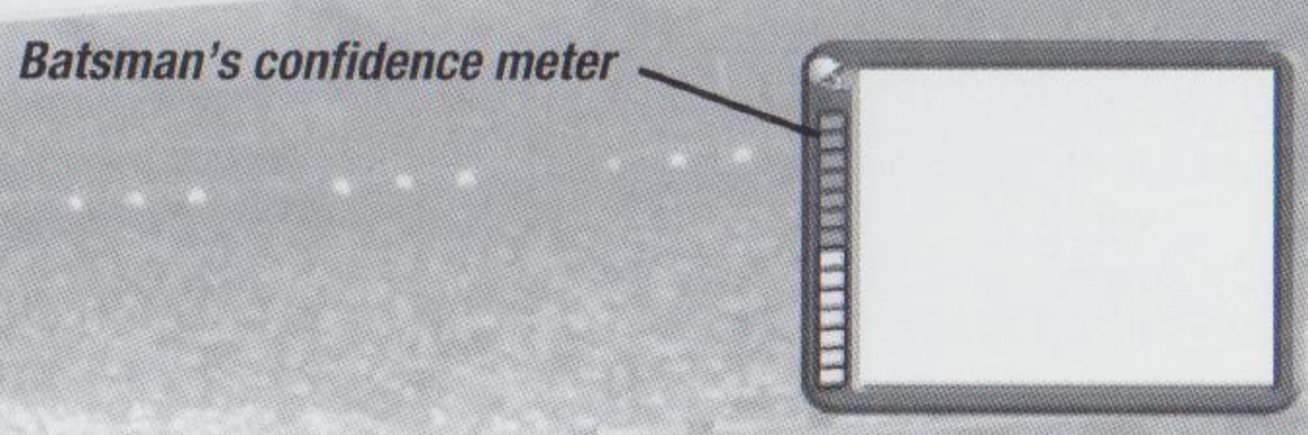
CONTROLLER AND CAMERA SETUP

Select MY CRICKET > CONTROLLER SETTINGS to select each player's Analog 1, Analog 2 or Classic control preference and Manual or Auto Front/Back Foot choice.

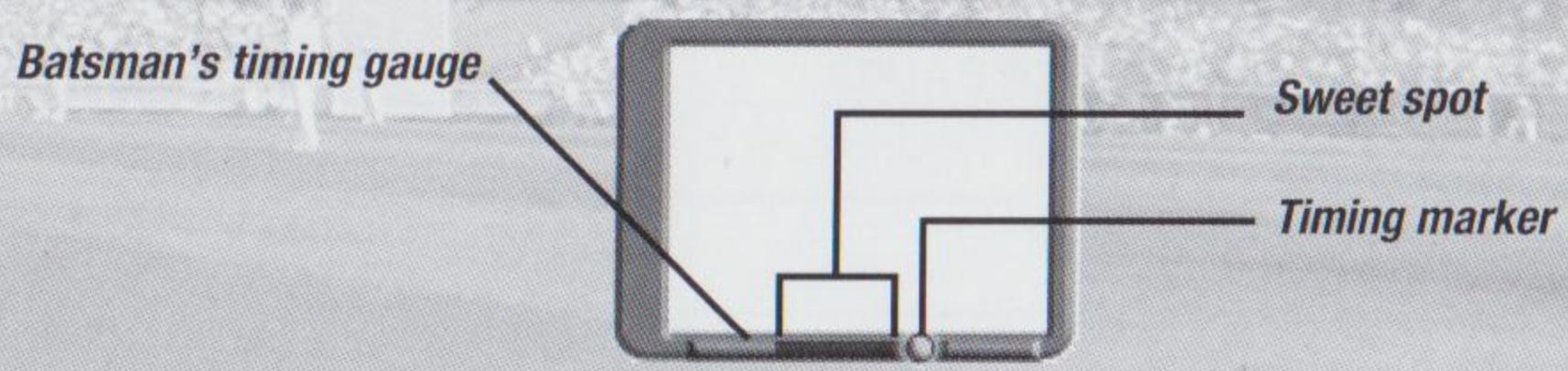
During a match, press ► START to enter the Pause menu, select OPTIONS > CAMERAS to select your Batting & Bowling and Fielding camera position preferences.

BATSMAN CONFIDENCE AND TIMING

In addition to a batsman's skill at playing a particular stroke, two additionally crucial factors determine a shot's success: confidence and timing.



The sweet spot on his timing gauge increases with growing confidence and decreases if his confidence takes a knock. When a batsman plays a shot and the timing marker stops in the sweet spot area, the shot is satisfyingly middled off the willow.

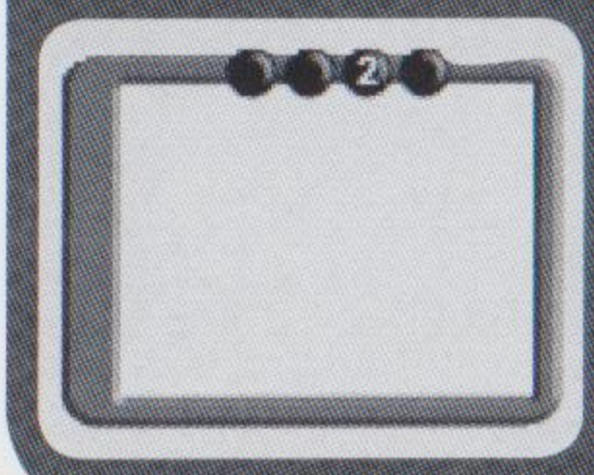


Good batsmen have larger timing gauge sweet spots, allowing you more leeway to time his shots well.

Note: Depending on your difficulty setting, the size of a batsman's timing gauge sweetspot varies. The higher the difficulty, the smaller the sweetspot.

- From the Pause Menu, select OPTIONS > GAMEPLAY OPTIONS and choose to toggle the Batsman Timing Gauge ON or OFF.

RUNNING ASSIST AND RADAR



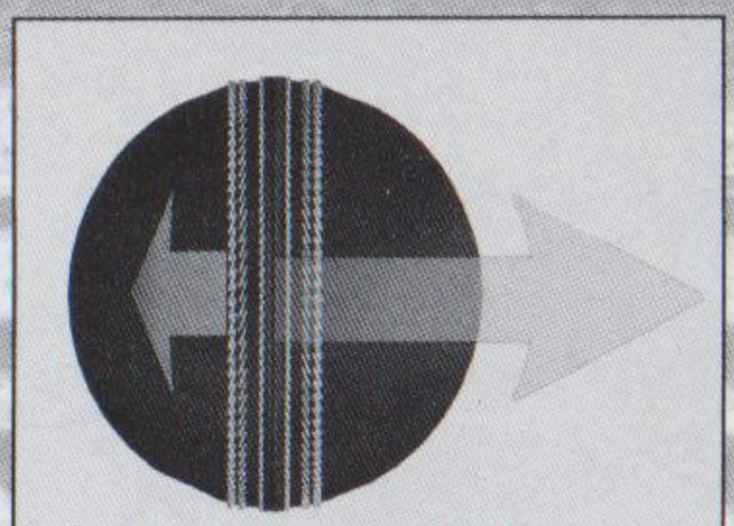
Use the running assist indicator to judge how many runs to safely go for depending on the number highlighted. Use the camera view and radar to keep track of the ball's progress.

THE CRAFT OF BOWLING

Unleash an array of spin, seam and swing in an effort to dominate the batting.

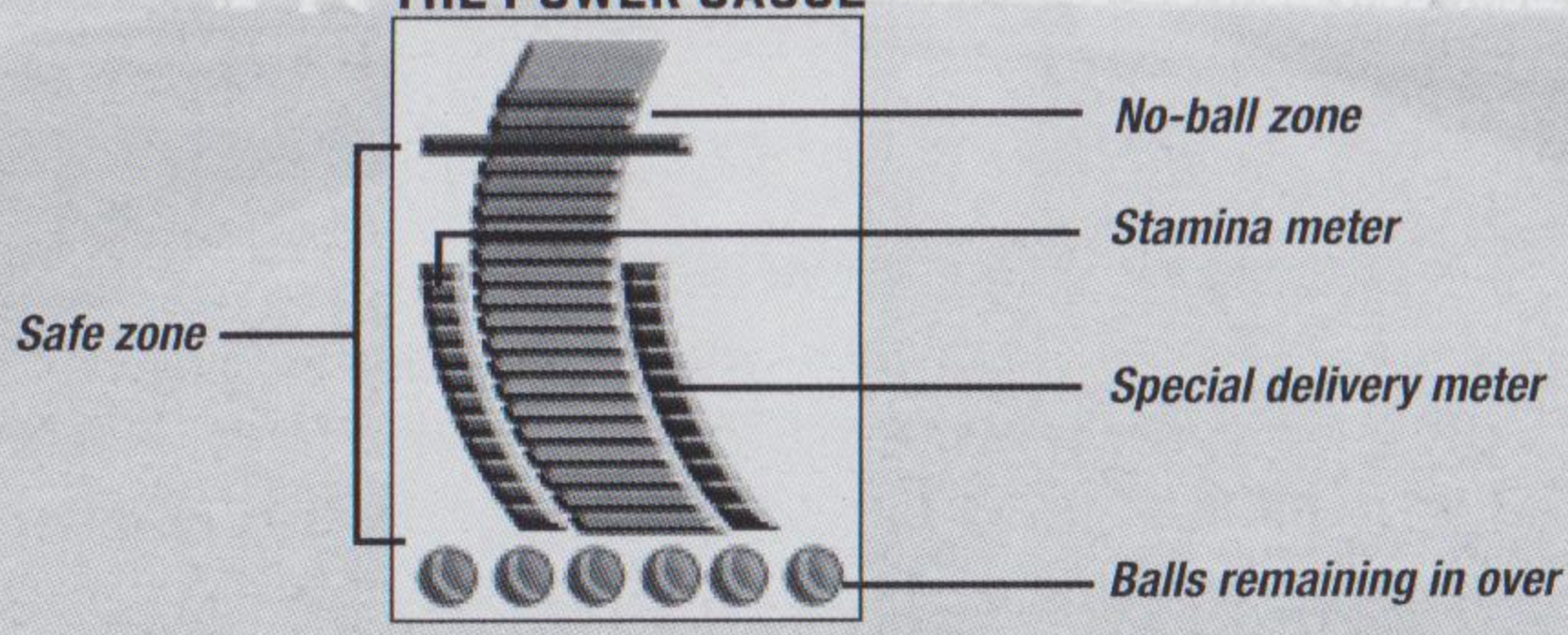
FIVE STEPS TO BOWLING SUCCESS

1. **Select your line of attack** with Quickswitch bowling. Press the directional button ⬅/➡ to toggle between bowling over or around the wicket.
2. **Choose a delivery** by pressing the corresponding delivery button from the on-screen delivery menu (refer to the Quick Controls Guide insert for a full range of deliveries). A bowler's arsenal of deliveries is limited to those appropriate to his bowling style. In some instances, special deliveries become available to certain bowlers.
3. Move the left analog stick or press the directional button to **position the bowling cursor**. This determines the area where the bowler is aiming to pitch the ball. Position the bowling cursor and press ⊗ to lock it in place (or hold it in position until it locks automatically as the bowler releases the ball).
4. If you've selected a swinging, seaming or spinning delivery, move the left analog stick or press the directional button ⬅/➡ as the bowler releases it to **adjust the movement arrow** and impart swing, seam or spin to the ball in your chosen direction. The further the movement arrow is shifted from the centre of the ball, the greater the effect. The better the bowler, the more he can move the ball in this way.



The movement arrow

THE POWER GAUGE



5. As the bowler approaches the crease, the power gauge begins to fill. The more it fills, the greater the delivery speed. If the gauge goes beyond the safe zone, the bowler bowls a no-ball. To **stop the gauge**, tap any delivery button.

THE SPECIAL DELIVERY METER

Some bowlers have enough diversity in their arsenal to fox any batsman with a delivery that varies from their stock ball. To unleash one, a bowler's special delivery meter must be filled by consistently bowling tightly and conceding as few runs as possible. Taking a wicket contributes considerably to filling the meter, but offering up a loose delivery such as a wide or no-ball drains it substantially. Once filled, all of that bowler's special deliveries become available for the next delivery.

Once a special delivery is used, the meter empties and special deliveries are unavailable. However, if the bowler takes a wicket with a special delivery, the meter remains full.

FAKE PITCH POINT

Deceive the batsman by setting a 'fake' area where the ball will appear to be about to pitch.

Once you have positioned the bowling target, press ▢ to lock it and set the **actual** area for the ball to pitch in.

Reposition the target and then press ◎ to set the **fake** area, so that the delivery *appears* as if it's going to pitch there. However, when the bowler runs in, the target will jump back to its original position where the ball will *actually* pitch.

QUICKSWITCH BOWLING

To toggle between bowling over or round the wicket with Quickswitch bowling, press the directional button ⬅/➡ before the bowler begins his run-up.

THE BUSINESS OF FIELDING

Fielding positions are primarily set in response to the bowler's style, but to maximise the chances of a wicket, you'll want to take other factors into account, such as the batsman's technique and the state of play.

DYNAMIC FIELD POSITIONING

To alter your fielding positions on-the-fly, press the directional button ⬇/⬆ before the bowler begins his run-up to open the Dynamic Field Positioning preview window and access your fielding options. Select your field and press ✕ to confirm and close the window.

CUSTOMISING YOUR FIELD SETTINGS

In addition to selecting pre-set fields, you can set a number of customised fielding positions and save them to your profile. A field set for one bowler is retained for him for the duration of the match until you change it.

1. From the Pause menu, select FIELD EDITOR, then press L1/R1 to access the CUSTOM field setting.
2. Press L2/R2 to set a custom field. Save up to five custom field settings.
3. Press ◎ to edit a position. A fielder's name and current position appear.
4. Press L1/R1 to scroll through players and locate one to reposition.
5. Move the left analog stick or press the directional button to position the fielder's icon in an empty fielding position. His current position is highlighted in red. Press ✕ to select his new fielding position and repeat the process for further editing. Press △ to exit the fielding screen. You then have the option of saving this field setting to your profile.

   Note: The laws of One Day fielding restrictions apply to Limited Overs matches, which may restrict the implementation of a customised field early in a match.

PLAY NOW MODE

Pick two teams and take to the field for a one-off exhibition match. For a season-long challenge, select a Domestic or International competition or take on the most renowned Test Series of all – The Ashes. (See *The Ashes – Battle for the Urn* on p. 9.)

CO-OPERATIVE PLAY

A maximum of two players can play co-operatively. When batting co-operatively, one player is on strike and the other is at the non-striker's end. Both players need to press ◎ when taking a run. When fielding, each player takes an over in turn with their selected bowler.

Note: You can save your Play Now match progress from the End Of Over menu.

SELECTING THE TEAM

To assign a role to a player already in the starting 11 (such as Captain), select him to access his options window. Select a squad member to view his Player Profile or swap them into the starting line-up.

SPECIALIST POSITIONS

ABILITY

The coloured bars adjacent to a player's name indicate the player's respective batting and bowling ability, which remain unchanged over time. A player of superior skill possesses a greater ability to execute a wider range of shots/deliveries.

FORM

Select FORM from a player's options window to chart his form over his last ten match performances. (See *Player Form* on p. 10 for more information.)

PLAYER PROFILE

Weigh up a player's profile and familiarise yourself with his strengths and weaknesses to establish where you want him to bat, bowl and field.

- From the Player Profile screen, press L1 / R1 to scroll through the player's information and full range of abilities.

BATTING, BOWLING and FIELDING ATTRIBUTES	Each player is given a rating for his various cricketing abilities.
BOWLING DELIVERIES	A gold star indicates the delivery is available in his bowling repertoire.
BATTING STRENGTHS/ BATTING WEAKNESSES	A yellow tick next to a stroke indicates a strength in executing it. A red X indicates a technical weakness in executing the shot.
SPECIAL SKILLS	A gold star highlights a particular strength to the player's game.
CAREER STATISTICS	A breakdown of the player's first class career.

PAUSE MENU

Press ▶ START during a match to access the Pause menu. Have the CPU play the match until a point you designate, adjust game settings, view match stats, watch the last few moments of play or quit the match.

QUICKPLAY CRICKET

From MY CRICKET > GAME SETTINGS adjust your game speed preference to suit the kind of game you want to play. You may want to crank up the game speed, so when setting up your "Play Now" game you can ease back the difficulty setting and join in the razzmatazz of Limited Overs or fully-licenced Twenty20 extravaganzas by playing a fast-blast match of hard-hitting sixes. Face a different challenge and slow the pace down, slide the difficulty up and steel yourself for a five day Test.

SQUAD MANAGEMENT

EDIT TEAM

Rename players or teams, customise squads, change captains and access detailed player profiles.

- Select a player to bring up an options window:

REPLACE Replace the selected player with another from a list of other available players. To help you decide, select a player and study his Player Profile from the options window that appears.

Note: An international player may only be replaced in an international side by a player of the same nationality. A county or state player can be swapped with a player who is not contracted to another county or state club.

Note: Save squad changes via LOAD/SAVE from the My Cricket menu.

EDIT NUMBERS

Select a squad and reassign players' shirt numbers for Limited Overs tournaments.

HALL OF FAME

Select VIEW RECORDS and mull over your highs and lows across four tournament types or select TROPHY CABINET and wander past the display cabinet and admire the silverware you've won across five difficulty levels.

Note: Ensure you **save your profile before exiting the game** if you want to retain your latest user statistics.

CREATE A PLAYER

Through Create Player, customise a player's skills and looks, then include him in a squad of your choice.

Note: Up to 80 players can be created. Access a list of them from the My Cricket menu. (See *My Cricket* on p. 7.)

PLAYER FACE

Select CREATE A NEW PLAYER FACE and choose a facial template as a fresh starting point or select EDIT A CURRENT FACE and model its look on an existing one:

- From the Randomizer menu, select a feature, highlight one of its options and move the left analog stick or press the directional button ⬅/➡ to alter its appearance.
- Return to the Randomizer menu and press ■ to randomise any amount of features. You can keep doing this until you're satisfied with them. To lock a feature from being randomised, highlight it and move the left analog stick or press the directional button ⬅/➡ to lock it

Note: To add the player to a squad at any time, return to the Create Player screen and select ADD TO SQUAD.

PLAYER ATTRIBUTES

1. From Basic Attributes, settle on what kind of cricketer the player will be (such as Opening Batsman or All Rounder) and determine his general bowling and fielding styles.
2. Press R1 to access Batting Attributes and assign ratings to attributes such as the player's general Skill and his Front Foot shot ability.

   Note: Ratings range from 0-100.
3. Over the next three screens, settle on his front and back foot batting strengths and identify batting weaknesses.
4. From the Bowling Attributes and Bowling Deliveries screens, choose attributes such as Accuracy and Outswing and determine his repertoire of normal and special deliveries (such as a Yorker or Bouncer).
5. From the Fielding Attributes/Skills box, settle on whether he's an asset or a liability in the outfield.
6. Finally, establish Special Skills that define his style with bat and ball.

PLAYER ACCESSORIES

Make your player stand out on the field with a few extras such as a fielding Hat.

PLAYER INFORMATION

1. Select PLAYER NAME to give the player a name using the on-screen keyboard.
2. Select COMMENTARY NAME to search for a name to use for in-game commentary. (Move the left analog stick or press the directional button ⬅/➡ to cycle through the alphabet, then select a name.)
3. Assign his Age and Nationality.

PLAYER BAT

Assign a licensed bat to your created player from a range of legendary manufacturers. Take your pick from bats such as the GM Purist, Gray-Nicolls Longbow, Puma Stealth, Slazenger SXi Ultimate and the Kookaburra Kahuna. However, if your player's batting ability is less than stellar, you may want to keep the maker's name out of the picture and issue him with a generic bat instead!

ADD TO SQUAD

Give your player the call-up and assign him a slot in a domestic club side and/or an international squad.

- To add your player to your selected squad, select the player to be replaced.
- Access a replaced player from the pool located at MY CRICKET > SQUAD MANAGEMENT.

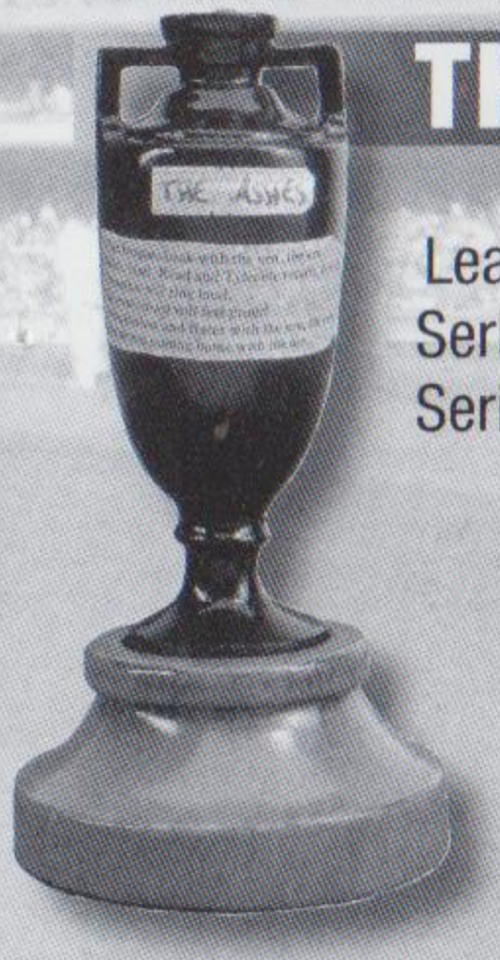
  Note: Repeat this process if the player is to join both a domestic club side and an international squad. However, he may only be added to the national squad that corresponds to his own nationality.

  Note: After modifying a roster, ensure you save it via LOAD/SAVE from the My Cricket menu.

  Note: Press ▣ from the My Cricket menu to reset all modified rosters and delete created players.

DELETING A CREATED PLAYER

To edit or delete a created player, access CREATED PLAYERS from the My Cricket menu (see p. 7).



THE ASHES – BATTLE FOR THE URN

Lead the charge in this year's eagerly anticipated campaign in the 3-mobile Ashes Series Down Under – or complete historic Ashes challenges in the legendary 2005 Series nail-biter and unlock a stack of Ashes rewards.

Note: Meet the challenges of 2005 Ashes Scenarios and once you've triumphed in a Scenario, unlocked video rewards become available to you in your Movie Theatre, accessed via the EA SPORTS™ Extras menu.

INTERNATIONAL MATCHES

Put your new batting prowess to the five-day Test in fully-licensed, all-nation encounters and One Day showdowns.

WORLD CHAMPIONSHIP Control up to 16 teams vying for the biggest Limited Overs trophy in world cricket.

WORLD SERIES Control three to five teams and challenge for One Day tournament supremacy Down Under, featuring day/night games in venues around Australia.

KNOCKOUT CUP Choose a region and begin the tournament with eight teams fighting for this Limited Overs knockout prize.

TEST SERIES Choose two teams to contest a series of one to six Test matches.

TOUR Select a team and engage in a series of Tour, One Day and Test matches with host nation teams.

TOURNAMENT HUB MENU

Track teams' progression through your current tournament, view results and save your tournament progress.

SQUAD Study players' profiles and tournament form.

STATISTICS View players' tournament records.

PLAYER FORM

Form begins evenly for all players at the start of the season, Test or tour. As you progress, a player's batting and bowling form improves or takes a dip depending on his performance. A player's current form is based on his combined stats average over his last three matches. The better the player's form, the more confidence he has arriving at the crease. However, his core bowling and batting abilities remain unchanged no matter what form he's in.

DOMESTIC MATCHES

Take your pick from a complete schedule of Australian State and English County tournaments.

Note: Pick a tournament and follow the on-screen instructions to select match settings. The tournament hub menu appears (see *Tournament Hub Menu* on p. 10). All domestic tournaments are played out over one season.

AUSTRALIAN CRICKET

STATE SEASON
The six State sides compete over an entire season, comprising the Pura Cup, One Day Domestic Series and the Big Bash Twenty20.

PURA CUP
Australia's four-day, 2 innings tournament.

ONE DAY DOMESTIC SERIES
Fight to become the top team in this Limited Overs competition.

KFC TWENTY20 BIG BASH
Join the One Day party tournament in Australia's 20-over cricket blitz.

ENGLISH CRICKET

COUNTY SEASON
The 18 County teams play out a full first class season of all four first class competitions.

LIVERPOOL VICTORIA COUNTY CHAMPIONSHIP
English cricket's traditional four-day 2 innings divisional tournament.

NATWEST PRO40
The One Day tournament comprising two Divisions.

C&G TROPHY
A Limited Overs knockout tournament that sees the winners of the North and South divisions go head-to-head for final supremacy.

TWENTY20 CUP
Plunge into the 20-over razzmatazz of English Cricket's festival of One Day cricket.

TRAINING NETS

With advice and observations on your technique from Mark Nicholas, put in the work behind the bat and ball to perfect your game and ready yourself for the contest out in the field.

TRAINING MENU

During practice, press START to access the training menu to customise your nets session.

PLAY SETTINGS	Alter the batsman's handedness and select the bowling style to practice against.
SET LINE AND LENGTH	(Batting practice only.) To practice dealing with a particular delivery, set a consistent line and length for the bowler or, for a truer match situation, choose a random selection of deliveries to face.
SOUND OPTIONS	Adjust your volume and controller vibration preferences.
CONTROLLER SETTINGS	Select your preferred method of control.
CONTROLLER REASSIGN	Swap between bowling or batting practice.

SAVING AND LOADING

Save, load or delete a User Profile, a customised squad Roster or your Tournament or Match progress.

SAVING

Note: Tournament saves result from saving your progress in an international or domestic tournament. Match saves result from saving your progression in a Play Now match. Your progress in a tournament or Play Now match is not automatically saved. Ensure you **save your progression manually**.

Note: There is a maximum 10 save limit for any given type of save. When saving, choose whether to create a new save or overwrite an old one.

MATCHES

- At the end of an over, access the Pause menu and select SAVE.

PROFILES AND ROSTERS

Note: Ensure you save your profile if you want to retain changes you make to your controller setup and any other settings.

1. Select MY CRICKET from the main menu.
2. Select LOAD/SAVE > SAVE and press L1/R1 to locate the Profile or Roster window.
3. Select NEW to create a new save or select a pre-existing save to overwrite and save.

LOADING

1. Select MY CRICKET from the main menu.
2. Select LOAD/SAVE > LOAD and locate the Profile, Roster, Tournament or Match window.
3. Select a saved game to load and resume your progress.

DELETING

PROFILES AND ROSTERS

1. From the My Cricket menu, select LOAD/SAVE > SAVE.
2. Select the Profile or Roster window and highlight the save to be deleted, then press ◉ to delete it.

TOURNAMENTS AND MATCHES

1. Load the tournament or match save you wish to delete.
2. Select SAVE from the tournament hub menu or End Of Over screen.
3. Highlight the save and press ◉ to delete it.

CREDITS

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Mark Ruggles

Warning: To Owners Of Projection Televisions

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the cathode ray tube. Avoid repeated or extended use of video games on large-screen projection televisions.

Notice

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Limited Warranty

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Southport QLD
4215, Australia
Email Customer Support:
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- **Italia** — **199 116 266**

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  Interlokale kosten. Bel deze klantenservicenummers alleen bij hardwareproblemen met PlayStation-producten.

- **New Zealand** — **09 415 2447**

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- **Norge** — **81 55 09 70**

  Mon-Fre 15-21; Lør-Søndag-12-15. Vennligst ring disse kundeservicenumrene bare for maskinvarestøtte i forbindelse med PlayStation-produkter.

- **Portugal** — **707 23 23 10**

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